

YE OLDE SHOP OF CURIOS

(STOCK TAKE #301)



he following items were generated from my [DMSGuild:Random Resource](#) spreadsheet with a little bit of flair added in. They were found in my home game; perhaps some other band of adventurers may stumble across them.

FEEDING BOWL

A dulled metal spork and matching bowl that have seen lots of use. There is a line of worn runes around the outside edge, on the spoon handle and a different one on the bottom

Activation: Put something in the bowl, take a spoonful and say the incantation while holding the spork towards a target. (1 round)

- The target has to be within 24ft and visible to the person activating this object
- Anything put in the bowl has to be liquid, mushed up or chopped into bite-sized pieces
- The spork will levitate and move to minimise any spillage or contents falling off it. It will move around, over and under objects to find it's target at a speed of 6
- The spork will return to the bowl for another mouthful;
 - After it has been emptied,
 - If the bowl is empty,
 - After 4 hours have passed since the enchantment activated,
 - The target moves outside of the 24ft range.
- The spork will try and shove it's contents in the target's mouth if it is within 5ft of the target and they open their mouth. It does not matter what is in their mouth at the time or if they are trying to speak or breath. (Dex DC15 to avoid or spill)
- This will take 4 hours of being empty to re-charge

STITCHING NEEDLE

This needle is about 6cm long and seems to be made from bone with a groove running to the eye.

Activation: Hold two edges together and chant the incantation. (Continues as long as continue chanting)

- The needle will neatly pierce all materials up to 5mm thick.
- It will stitch between the hands of the person chanting (can move hands while chanting for longer sewing)
- The material from punching the holes is re-configured by the needle as thread.
- Variations in pace and tone of the chant can produce different stitches.

GARDENER'S URN

A bronze decorative urn that has vines and leaves entwined around the base and stretching up the sides. There is a small etched plaque attached with a strange name.

Lifting the lid and looking inside shows a dark grey powder that starts to smoke and spill over the edges.

Activation: Lift the lid, set down on dirt and call to the name etched on the plaque.

- The mist over-flows from the lip of the urn and spreads to a 20ft radius.
- All plant life under the mist starts to grow rapidly; 1 years' worth of growth happens in 1 hour.
- This will continue for a number of hours equal to the age of the person interned [D100]
- It ceases when the lid is put on the urn again.
- Scattering the ashes will provide the land with lush growth during the next growing season.

MANDOLIN BOARD

A rectangular wooden board that's 50cm x 30cm x 2cm. There is a 1cm rounded groove about 1cm in from the edge on one long side. There seems to be some worn enchantment branded within this groove.

One side is slightly stained with lots of random cut marks, the other side seems to have lots of threads strung in some sort of random tartan pattern.

Activation: Place an item on the board and slide a finger down the channel.

- Anything placed on the board will be sliced perfectly as if by a *really* sharp blade.
- The finger on the groove defines the cut:
 - A slow drag will slice finely.
 - A fast swipe will cut into three or four even pieces
 - Tapping the channel will just cut once
 - Moving in one direction will slice parallel to the groove
 - The opposite direction will slice perpendicular to the groove.
- The *cutting zone* extends 20cm above grooved face of the board
- This will slice through flesh, leather, bone and wood with ease, but will only mark hard stone and thick metal.
- Against living flesh it will do 1D6 damage for just being within the cutting zone while active. If held against a surface it will do 1D6 for every second something is in contact with it while it's being activated.

WATCHING DOLL

A small doll that stands about 40cm tall with percaline head and arms sewn onto a stuffed body. (The body has a few glyphs sewn into it.)

It is dressed in slightly out-dated noble clothes that are almost immaculate.

When the doll is lain down, the eyelids close.

Activation: (Passive) sit the doll up.

Activation: (Attuned) Concentrate on the doll.

- The eyes of this doll will follow anyone around the room. If watched, it will occasionally blink.
- Once attuned, you can take 1 minute to meditate and see through the doll's eyes.
- While in a meditative state, the attuned person cannot move or communicate.
- Taking damage instantly breaks the connection with the doll
- You can only connect to the doll when it's within 50ft.

BAQUETTE

Somewhere between a racket and a bat, this 1m tall carved and polished hardwood object looks like it is used for some unknown game.

The handle is bound for grip and the other end widens to 30cm with a spoon-like hollow that has hundreds of holes drilled in it.

Activation: swing towards a flighted object.

- The Baquette is enchanted to give advantage to the wielder when trying to intercept any projectile. (treated as a Dex based weapon)
- The wielder can hit an object [strength stat x 5] ft in distance:
 - DC10 for general area,
 - DC15 for hitting an individual,
 - DC20 for a called shot.
- Any bladed or pointy object has a 50% chance to embed into the Baquette if hit.

INTAGLIO TOOL

A turned piece of wood about 15cm in length and 0.5cm thick. It is capped on one end with a blunted metal point and on the other with a flared metal chisel.

There is a small groove leading to both ends that has a slither of green crystal embedded in it.

It is stored in a very nice box that is made of the same wood and lined with a green velvet.

Activation: Concentrate on writing or drawing with the implement.

- This will impress any solid material by about 2mm, carving a mark as it's moved over the surface.
- It can be passed over again to carve deeper.
- Using this leaves no shavings.
- It will grant advantage to any artistic endeavour to carve a relief or runes for enchantment.

HERMES STIRRUPS

These leather straps wrap under the heel and around the ankle. They have buckles to adjust for any footwear and a red impressed image of six feathers on the outside of each foot.

Activation: Perform a *Dash* action when wearing them.

- For each mile travelled by foot, a pair of feathers turn luminescent blue (one on each foot).
- When the wearer takes a *Dash* action, every 5ft movement takes them 15ft.
- Any jump or leap taken as an action at the end of a full movement will carry the wearer three times the distance.
- During this movement, no creatures can take an *Attack of opportunity* on the wearer.
- Every round of use depletes the charges by one, turning a feather red on each foot.

TALTOS'S BELT OF ANNULMENT

A belt of disks that are interconnected with loops of metal. There are some [D10] disks that are dulled and tarnished.

The disks are arranged in three rows with 20 disks per row and tied with a red chord.

Activation: Wear the belt once attuned.

Activation: When attuned, strike the belt against a magic object or glyph or trap.

- Requires attunement
- Any mage spell that targets the wearer (Not AOE) gets absorbed by the belt before the effects take hold.
- For every level of spell nullified, a disk on the belt tarnishes.
- An object hit with the belt has to have an activation or trigger for the belt to nullify.
- For every charge or activation embedded in the object hit, the belt drains it and a disk tarnishes.
- There may be a way to revive the disks, but it has to be discovered.

FARMING POSTS

Four wooden posts with arcane glyphs carved and painted onto the sides.

They are 2ft tall and 10cm square with a tapered point (muddy).

Activation: Hammer posts into ground and say an incantation at each.

- The ground enclosed between posts becomes furrowed, ready for planting.
- The posts cannot be more than 700ft from each other.
- Posts need to be sunk at least 20cm into the ground.
- Any large rocks or plants get moved to the edge of the plot.